

The
**CAMPER'S
MANUAL**

**Issued to Scouts
registered for**

CAMP OWASIPPE



**CHICAGO COUNCIL,
BOY SCOUTS OF AMERICA
1919**

Same as Page 2

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SCOUTS—This Manual is for your information. There are some things in it you may already know, but read it all carefully, and keep it. It is issued to you because it is a necessary part of your equipment for a successful camp experience.

PAUL B. SAMSON,
Camp Director

At Direction of
J. A. WAUCHÔPE,
Scout Executive.

Issued to Scout

.....
of Troop No.....,

Home Address

Home Telephone

In Camp

..... Period,

From

To

..... 1919

Same for all camps

LOCATION AND HISTORY

Camp Owasisippe was established in 1912 on the shores of beautiful Crystal Lake, four miles from Whitehall, in Muskegon County, Michigan. The first year it was known as Camp White, but in 1913 the name was changed to the present one.

The Indian name, "Owasippe," is that of an old beloved chieftain of the Ottawas. History tells us that years and years ago, when the chief was young, his two sons embarked on a journey from which they never returned. This great loss greatly grieved the old Indian and he is said to have finally died from a broken heart.

Chief Owasippe was buried but a few miles northeast of our camp on the White River. The spot is now known as the "Indian Burying Ground."

The Chicago Council owns more than a hundred acres on the shores of Crystal Lake.

CAMP HOUSEKEEPING

1. **Tents.**—Canvas and rope shrink when they get wet. Therefore, when it starts to rain, all tent ropes must be loosened a little so that the stakes will not be pulled out.

Except when it rains, or on very cold nights, tent sides must at all times be kept rolled up clear to the roof, and front flaps fastened wide open.

Tents are intended for sleeping quarters only.

2. **Cots.**—Cots are guaranteed to support five hundred pounds of weight, but not to stand any "rough house."

Use your cot to sleep on; that is all it is meant for. If you and your tent-mates take good care of your cots they are not likely to rip or break down.

If anything happens to your cot, you must repair it yourself with the material which the Quartermaster will furnish you.

3. **Blankets.**—Nights are usually cold; therefore it is extremely important that you know how to make your bed.

It must be small, just big enough to fit you, and blanket edges must all be underneath, so that your weight will hold them down and you will be kept snug all night.

Remember that you must have as many covers below as above, because you are sleeping on a thin canvas cot.

You can add a lot to the warmth of your blankets by putting newspapers between them.

When you air your blankets in the morning, spread them out on the line so that they will really get air; it's no use to hang them in a bunch.

4. **Baggage.**—Keep your suit case closed tight so that sand will not leak in and so that your small belongings will not leak out.

Keep everything you own in your own suit case except the clothes you have on, the wet clothes to be hung on the line, and soiled articles to be kept separately in your laundry bag.

Keep all damp and soiled things out of your suit case.

Same

Same

DISCIPLINE

I. Regulations

(To be memorized by every Scout.)

1. The Scout Law is the law of the Camp.
2. Report immediately all illness and injuries, however slight, to the Camp Physician. *Hospital Tent.*
3. The entire camp property must be kept absolutely clean. Put all scraps and waste paper in the *places* ~~boxes~~ provided. Throw nothing on the ground.
4. Observe the courtesy regulations carefully.
5. Hang all wet towels and bathing suits on the lines behind tents. Keep all soiled clothes in the laundry bags. Keep all other belongings in your suit case.
6. Obtain permission of the Director of Activities before doing either of the following things:
 - (a) Using an axe on any trees;
 - (b) Leaving the camp reservation except on assigned duty.
7. Have as much fun and gain as much knowledge as you can. That is what you came to camp for.

All the above regulations are necessary to the safety and success of the Camp.

COURTESY REGULATIONS

COURTESIES AND SALUTES

(Adapted from U. S. Infantry Drill Regulations as Amended to April 14, 1917.)

All scouts and officers are expected to make themselves thoroughly familiar with the practice of proper courtesies and salutes as set forth below. The term "officer" as used herein refers to commissioned officers, Council members, and Troop Committeemen. Numbers in parentheses refer to paragraphs in U. S. Infantry Drill Regulations.

Section A.—Personal Salutes.

(759-5, 6) In uniform or in civilian dress, covered or uncovered, officers and scouts salute with the right hand (see Handbook for Boys, p. 77), in the situations described below.

(759-1) Salutes are exchanged between officers and scouts (not in formation nor at drill, work, games, or mess) on every occasion of their meeting, passing near, or being addressed, the officer of junior rank or the scout saluting first.

(759-2) When an officer enters a room where scouts are not in formation or at games, or work, or mess, the

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word "Attention" is given by someone who sees him, when all stand at attention until the officer leaves or directs otherwise.

(759-3) A scout, if seated, rises on the approach of an officer, faces toward him, stands at attention, and salutes. If standing, a scout faces an officer for the same purpose. If the parties remain in the same vicinity, such compliments need not be repeated.

(759-4) Before addressing an officer a scout stands at attention and salutes. He also salutes after receiving a reply.

(759-9) A scout in formation does not salute when directly addressed, but comes to attention if at rest or at ease.

(Spec.) A scout in formation desiring to address an officer, steps one pace forward and salutes, retaining the position of salute until recognized. If seated, he rises and salutes for the same purpose.

(Spec.) In replying to a question or acknowledging a reply, a scout addresses an officer as "Sir."

(759-13) Scouts pay the same respects to veterans, and to officers of the Army, Navy and Marine Corps, as to officers of their own organization.

(760-1) Officers in charge of troops or other units salute officers of grades

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higher than their own by first bringing the units to attention and then saluting. The scouts in the unit do not salute. If the officer saluted is of junior or equal grade, the unit need not be brought to attention in the exchange of salutes.

(760-2) If two troops or other units meet, the officers in charge exchange salutes, the units being at attention.

(761) Salutes are not given by troops or other units actually drilling, at work, games, etc., in charge of an officer.

Section B.—The Flag and the National Anthem.

763) Troops or other units in formation are brought to attention whenever the National Anthem or To the Colors is played (except at Retreat in camp) and officers in charge salute at the first note of the music, retaining the position of salute until the end.

At Retreat in camp, officers and scouts uncover while the flag is being lowered, holding the hat opposite the left shoulder with the right hand.

(764) Officers and scouts not in formation stand at attention and face toward the music (except at Retreat, when they face the flag) whenever the National Anthem or To the Colors is played. If in uniform, covered or

uncovered, they salute at the first note, retaining the position of salute until the end. In civilian dress they salute if uncovered, and if covered they uncover and hold the headdress opposite the left shoulder with the right hand.

(765) Officers and scouts passing the flag at military or naval stations or at scout rallies, reviews, etc., salute with the right hand.

(Spec.) When the flag is carried in any civic or military parade, scouts in formation stand at attention as it passes, while the officers in charge salute. Officers and scouts not in formation salute the passing flag if in uniform or in civilian dress uncovered. If in civilian dress and covered, they uncover and hold the head-dress opposite the left shoulder with the right hand.

OUR NEIGHBORS

Remember always that a Scout is courteous and friendly. Get acquainted with the farmers who live near the camp; they're good folks.

Walk always in the roads; fields are used for growing crops.

Treat the country store keepers respectfully; they do not appreciate crude humor at their expense.

fruit
Pick ~~berries~~ only in the roads and unfenced fields.

Opportunities to do good turns will sometimes occur; look out for them.

INSTRUCTION AND SCOUT TESTS

Remember that the tests on which you work in camp must be those that properly belong to camp life. Scoutcraft that can be done better in the city has no place in camp. You are in camp only a short time. Make the best of it.

You must report daily for all instruction periods.

The Camp Court of Honor requires a very high standard in the passing of all tests, and unless you are thoroughly prepared and have fulfilled all the requirements for tests that you are taking, your time will have been wasted.

There will be a special Patrol Leaders' Class meeting daily, which will take up the following subjects:

- (a) The qualifications of leadership.
- (b) The problem of discipline.
- (c) The patrol leaders' example.
- (d) Training the tenderfoot.
- (e) Patrol spirit and patrol activities.
- (f) Forms, records and reports.

- Scouts are advised to write a letter every day during the quiet hour.*
- (g) Methods of teaching tests.
Signaling and First Aid.
Firebuilding and cooking.
Nature study.
Hikes and map making.
- (h) The Model Patrol—Summary of the Course.

LETTERS HOME

Every Sunday, Tuesday and Thursday are letter-writing days, when you must write to your folks.

Make sure that you write really interesting letters, at least 200 words in length, and that you do not write things in a way that might worry your folks.

You can always write something interesting about:

- The camp fire program,
- Construction work,
- Scout tests you're working on,
- Your detail duty,
- The woods, trout stream, Owasisippe's Grave, Haunted House, etc.

Do not ask your folks to send you anything to eat. They have been informed that this is not permitted.

If there is any chance of your folks visiting you in camp urge them to come. (See information under heading, "Visitors.")

VISITORS

Your folks are welcome at any time and arrangements can be made for fathers to stay in camp over night. Visitors in camp are charged \$1.00 ^{1.50} per day.

Arrangements should be made in advance for transportation of visitors from Whitehall to camp. *town to*

THE WOODS

Camp Owasisippe is surrounded by country that is unsurpassed for beauty and interest. More than twenty kind of trees and hundreds of plants grow in the vicinity. Though all big timber was cut down forty years ago, there have since grown up magnificent woods, which provide opportunities for real scouting not to be found near Chicago. Don't overlook this. Get out in the woods whenever you have any free time; explore them and work on any woodcraft tests or merit badges you may be taking.

There are several small lakes within an easy hiking distance of the camp. Each of these is different from the rest and has attractions of its own. Consult the Hike Leader for advice. Whether you have passed your fourteen-mile hike or not, make at least

one trip alone or with another Scout to some point of interest.

GENERAL INSTRUCTIONS

Read the Bulletin Board daily and pay close attention to all announcements. Everything announced in camp is important for you to know, and you are held responsible for knowing it.

The camp's program is speedy, ~~now and then~~. It wasn't planned for ~~crises~~ and you will have to use some pep to be, ~~on time~~. But **YOU MUST BE ON TIME!**

Remember that part of the comfort and health of the entire camp depend on how well you do your assigned duty each day.

If you want to carve your initials, carve them in the sand. Trees and furniture look best without inscriptions. Camp Owasisippe for seven years has been kept free from marks. Help keep the record clean.

If you get a bright idea about something, tell it to the Camp Director. Camp Owasisippe couldn't continue without new ideas.

If you take any good pictures in camp, send the negatives to Chicago Headquarters. They may be used for lantern slides or publication, and they will be returned promptly.

CAMP STAFF

Camp Director—

PAUL B. SAMSON,
Department of Physical Education,
Michigan State Normal School,
Ypsilanti, Mich.; Scout Master
Troop 1, Ypsilanti, Mich.; Director
Camp Owasisippe, 1918.

Field Scout Executives—

1st Period—Mr. Bracher and Mr. Miller.
2nd Period—Mr. Hines.
3rd Period—Mr. Duggan.
4th Period—Mr. Rutherford.

Quartermaster—

CAPT. G. E. GREEN,
Instructor, Morgan Park Military Academy.

(In addition to the above, there are several assistants to the various department heads.)

Assistant Quartermaster—

THEODORE SHEARER

Camp Clerk and Com.—

CAPT. HERMAN MAYHEW

Camp Physician—

A physician from Whitehall will visit daily.

DUTIES OF SCOUT OFFICERS

1—**Storekeeper** — This scout has charge of the camp store, and operates it at the hours provided by the daily program or otherwise as the Camp Director may direct.

2—**Sanitary Inspector and Assistant** — These scouts are responsible for the neat and clean condition of all parts of the camp. They have direct supervision over the Sanitary and After Mess details. They report to staff officers any scouts who through carelessness or otherwise are violating any regulations concerning health and sanitation. They sprinkle chloride of lime in the toilet and garbage incinerator each day.

CAUTION — They must be especially alert to maintain sanitary conditions in the mess hall and surroundings.

3—**Assistant Camp Clerk**—This scout performs such duties as the Camp Clerk may require.

4—**Bugler**—As directed by the Officer of the Day or the Camp Director, the Bugler plays such calls as are required.

5—**Officer of the Day**—This position is filled in turn by the Tent Lead-

ers. The O. D. is responsible for running the daily program according to the schedule or otherwise as the Camp Director may direct. He has supervision of the orderlies and the Bugler. He acts as inspector of dishwashing after each meal.

6—**Tent Leaders**—Each tent group is organized as a temporary patrol of which the tent leader has charge. He is responsible for the appearance of his tent, and must keep the staff officers advised of any case of ill health or other matters of which they should have knowledge.

DUTIES OF WORKING DETAILS

1—**Before Mess**—Reports for duty twenty minutes before each meal, in charge of head waiter, sets tables, and just as Assembly for mess occurs, puts on hot foods. The detail then stands by for additional service during the meal, eating their own meals at the first vacated table immediately after the scouts are dismissed from it.

CAUTION—Detail must be sure that food is divided evenly between the tables according to the number of scouts at them. Waiters take orders from heads of tables only; not from scouts.

After Mess—This detail clears tables of all dishes, taking them to

dishwashers. They then scrub tables and sweep out mess hall and porch.

2—Sanitary—This detail reports for instructions to the Sanitary Inspector. They pick up all scraps everywhere about the camp; then they empty all waste boxes in the waste incinerator, burning the waste immediately and replacing the boxes in their proper positions. They build a fire in the garbage incinerator twice each day.

CAUTION—This detail must police the grounds late each afternoon again, so that the camp may be kept absolutely clean at all times.

3—Orderlies—This detail reports immediately after setting-ups to the Officer of the Day, who assigns them tours of duty of two hours each throughout the day. During these tours they must be within call of the bell and perform such duties as staff officers may require.

4—Camp Fire—This detail, in charge of a tent leader, builds a camp-fire as directed by the Camp Director.

5—Guard—This detail of eight scouts, in charge of a tent leader, who is known as the Officer of the Guard, sleeps in the guard tent and is divided by the O. G. into four pairs

of scouts who have tours of duty of two hours each beginning at Taps, except that the last pair have a three-hour tour of duty ending at Revielle.

The duties of the guards are:—

(a) To patrol hourly camp boundaries, making sure that boats, automobiles, etc., are safe, reporting to the O. G. any approaching storm or other important development, and keeping a general outlook over the entire camp.

(b) The last guards in the morning wake up the bugler and the staff officer in charge of setting-ups ten minutes before Revielle, and then act as a color guard to raise the flag as Revielle is blown.

CAUTION—The guards are never to approach the sleeping tents or to awaken any officer except by order of the O. G.

6—Construction—This detail reports to the Camp Director for orders immediately after breakfast. They improve and repair the camp property.

7—Life Guards—From two to six scouts who have passed the Life Saving merit badge test are assigned duty daily as life guards. They patrol the beach in boats and assist the camp staff in supervising the swimming periods so as to insure absolute safety.

Honor and Satisfactory
Campers

The regular inter-tent and inter-loop competition operates as follows:

Every day that a tent passes inspections a red ribbon is awarded.

For the winning of any special competitive event a blue ribbon is awarded.

When a scout does a particularly bonehead stunt, a yellow ribbon is awarded his tent.

When a tent fails to pass inspection or fails to perform assigned duty satisfactorily a black ribbon is awarded.

All ribbons are displayed on the tent pole throughout a period.

In the score a red ribbon counts 10; a blue ribbon 5 or 10, according to the nature of the event; a yellow ribbon counts 5 off; a black ribbon 10 off.

TENTMATES

[illegible]

Test Passed	Date	Examiner

This certifies that Scout.....

has passed the above tests.

Camp Scout Master.

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MEMORANDA

**"Fun not found in Cities; Knowledge
not in books"**

"Have you smelled wood smoke at
twilight?

Have you heard the birch log burn-
ing?

Are you quick to read the noises of
the night?

If not, follow with the others,

For the young men's feet are turning

To the camps of known desire and
proved delight."